

Amstrad

DOODLE DRAWING PROGRAM

This program lets beginners and new owners of the Amstrad draw doodles in high-resolution graphics with the cursor keys or the joystick. The program is fully commented, so people can experiment and understand a little about the 'real-beaut' graphics of this machine. I hope you all have as much fun as my children did with this simple program.

R. Eiberg
Manly, NSW

```
100 REM *** DOODLE/DRAW, R.Eiberg Jan.85
***
110 REM *** drawing prog. uses joystick
or cursor keys to DRAW. Copy or Fire
keys to ERASE. ****
120 CLS:REM *** clear screen ***
130 MODE 1:REM *** sets graphic/text
mode ***
140 ORIGIN 320,200:REM *** sets GRAPHIC
cursor to screen centre ***
150 e=1:REM *** var. for erase flag ***
160 INK 3,0:REM *** pen#3 ink set to
black (to erase) ***
170 INK 2,26:REM *** pen#2 ink set to
bright white (display) ***
180 DRAW x,y,2:REM *** display starting
point ***
190 IF JOY(0)=1 OR INKEY(0)=0 THEN
```

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Y=Y+0.5:GOTO 250:REM *** input 'up' ***
200 IF JOY(0)=2 OR INKEY(2)=0 THEN
Y=Y-0.5:GOTO 250:REM*** INPUT 'down' ***
210 IF JOY(0)=4 OR INKEY(8)=0 THEN
X=X-0.5:GOTO 250:REM*** INPUT 'left' ***
220 IF JOY(0)=8 OR INKEY(1)=0 THEN
X=X+0.5:GOTO 250:REM*** input 'right' **
230 IF JOY(0)=16 OR INKEY(9)=0 THEN
e=e+1:FOR n=1 TO 200:NEXT :GOTO 250:REM
*** input 'erase' (fire/copy key) ***
240 GOTO 190:REM *** test for input,
line 190 onwards ***
250 IF e=2 THEN 270:REM *** erase flag
var. set ***
260 DRAW x,y,2:e=1:GOTO 190:REM *** draw
with pen#2 (normal) ***
270 DRAW x,y,3:GOTO 190:REM*** DRAW with
PEN#3 (ERASE) ***
```

VZ200

PAINTER

Painter is a challenging game where scoring is difficult. The program uses joysticks but can easily be modified to use the keyboard instead.

The aim of the game is to paint as much of the screen as possible before you run out of space. You must avoid crossing your tracks, the border around the screen and the randomly placed red landmines.

Bruce Daniel
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```
10 ' PAINTER - BY BRUCE DANIEL
20 HS=0
30 CLS
40 FORI=28704 TO 29119 : POKE I,128 : NEXTI
50 FORI=1 TO 30:POKE 28672+I,179 :POKE 29120+I,188 :NEXTI
60 FORI=28704 TO 29088 STEP 32:POKE I,181:POKE I+31,186 :NEXTI
70 POKE 28672,177:POKE 28703,178:POKE 29120,180:POKE 29151,184
80 FORI=1704+RND(4):POKE 28672+RND(12)*32+RND(28)+34,191:NEXTI
90 SC=0:MV=1:CP=28704:COLOR2
100 PRINT@495,"HIGH SCORE:";:HS$=STR$(HS)
110 HS$=RIGHT$(HS$,LEN(HS$)-1)
120 IFLEN(HS$)<3THENHS$="0"+HS$:GOTO120ELSEPRINTHS$;:SOUND23,3
130 PRINT@481,"SCORE :";:SC$=STR$(SC):SC$=RIGHT$(SC$,LEN(SC$)-1)
140 IFLEN(SC$)<3THENS$="0"+SC$:GOTO140ELSEPRINTSC$;
150 JK=INP(43)ANDINP(46)AND31
160 IFJK=30THENMV=-32ELSEIFJK=29THENMV=32
170 IFJK=27THENMV=-1ELSEIFJK=23THENMV=1
180 CP=CP+MV
190 IFPEEK(CP)<>128THEN220
200 POKECP,159:SC=SC+1:GOTO130
210 '
220 PRINT@267,"GAME OVER";' INVERSE
230 SOUND16,1
240 IFSC>HSTHENHS=SC
250 PRINT@417," PRESS <FIRE> TO PLAY ":' INVERSE
260 JK=INP(43)ANDINP(46)AND31
270 IFJK<>15THEN260
280 GOTO 30
```